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Reading Matters!

From the desks of Sherry Manley, Ashley Richardella, Jen Herncane, and Robyn Eckels—Early Literacy Coaches

Fresh Ideas to Master Sight Words

Ideas from <http://www.littlegiraffes.com/literacysightwords.html>

DIBELS REMINDER

As you all know, the May DIBELS testing is quickly approaching. The testing will occur May 11-15 with the 15th being a date to make-up students who were absent during your class's scheduled day. An updated DIBELS schedule has been distributed to all of you at the April 24, 2009 inservice; however, please see your early literacy coach for a copy of the updated May DIBELS schedule if necessary.

SIGHT WORDS

There is no such thing as too much practice with sight words/high frequency words as these are the words that make up a very high percentage of the stories our students are expected to read. Unfortunately, many of these sight words are not easily decoded as many do not follow phonics rules or patterns; therefore, we encourage you to incorporate sight word practice and repetition whenever possible during the school day. Listed are fresh ideas for practicing these sight words to mastery and to levels of automaticity to help with the students' overall fluency.

- 1) **Around the World** – Instead of Around the World with math facts, play around the world with sight word flashcards to build students' automaticity.
- 2) **Word Card Rings** – For students that need the most repetition and practice, add sight words/High Frequency Words as they are taught to a ring for students to keep at their own desk to read when they finish early, in line at the bathroom,

Sight Word Ideas cont'd.

3.) Snowball Battle - Have a snowball fight! Write words on paper and crumple them up into balls. Give each student one or two snowballs to throw. After 15 to 30 seconds, students open the snowballs closest to them and read the words. Students can then crumble up the 'snowball' and toss it again for a neighbor to read.

4.) Park a Word - Play the Parking Lot Game. Make a template of parking spaces and fill in with words to be reinforced. Teacher can call out a word for students to find and students can park a Hot Wheels car on the designated word (or letter or number.) Teacher can also give a clue for the word instead of saying the word. (ie, 'Find the word with 2 sounds' or 'Find the word with the /sh/ sound!')

5) Shower Curtain Keyboard Games
Cut a shower curtain in half and draw out the keyboard from the computer, just the numbers and letters. Have the students (spell) tap out, with the fly swatter, the sight words being targeted.

6) Sight Word Baseball
Use four beanbags or books for bases. Divide the class into 2 teams. One team is up at a time. That teacher "pitches" the words to the "hitter" by showing one flash card. Each child moves one base if he can read the word. When a child goes home, they score a point for their team. When a child misses a word, he is out.

**Visit this school districts website to print complete sets of K, 1st and 2nd grade Houghton Mifflin Sight Words :
<http://www.smbdsd.org/page.cfm?p=897>

Please visit the
Coaches Website
@
coaches4.wikispaces.com for:

Wilson Fluency
Builders, HFW Fluency
Builders, Skill based
Fluency Builders and
other resources and
activities to use to
continue building your
students' fluency!

Spice Up Your Vocabulary Instruction!

Ideas from www.education-world.com and www.proteacher.org

Here are a few ideas you can try these last few weeks of school or to try next school year:

Concentration (Memory): Write each vocabulary word on 2 different cards. Mix cards up and place them face down. Students have to match words. You can make this game a little more challenging by writing words on one set of cards and their matching definitions on the other set. Play game as described above.

Wheel of Vocabulary: Divide students into 2 teams. Draw puzzle boxes to represent the # of letters in the vocabulary word. Give a clue about the word (Example: noun). Team 1 rolls dice and guesses a letter. If the letter is in the word, write the letter in the appropriate box(es) and award the team the dice total. If the team guesses a wrong letter, the other team gets a turn. Teams may "buy a vowel" for 5 points.

Seven Up Vocabulary (Heads Up, Seven Up with a twist): Have each person who is "it" hold up a card with a vocab word written on it. When it comes time for the students seated at their seats to guess who put their thumb down, the student guessing inserts the "tappers" word instead of their name in their guess (Example: "Was it **butterfly**?") If the student guesses correctly, they can be "it." You can make this game more challenging by having the guesser not only read the guessed word correctly, but also defining it before they can be "it."

Hot Seat: A student (or team of students) is selected to be "in the hot seat" which is a chair(s) located in the front of the chalkboard/whiteboard. Student(s) in the hot seat have a copy of the current vocab list. These students sit with their backs to the chalkboard/whiteboard. The teacher writes a vocab word from the list on the board. The student(s) in the hot seat CANNOT see the word so they begin the job of guessing the word by asking questions such as: Is it a noun? Does it have 5 letters? Does it have 3 syllables? Is it's definition...? etc. Students continue to ask questions until they guess the word. The teacher keeps a tally of how many questions it took until the student(s) guessed the word. The winning student/team is the one who needed the **fewest** questions to guess the word.

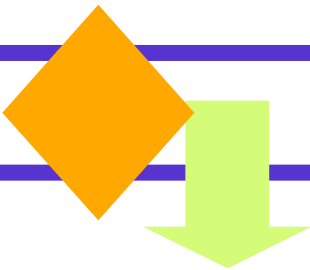
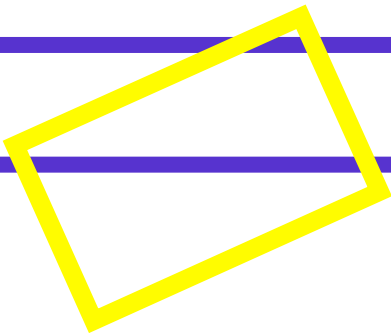
Erasing Relay: Place students into 2 teams. Write 2 columns of vocabulary/word wall words (1 for each team) on the board. Each list should have at least 1 word for each team member. When you say "Go," the first team member from each team goes to the board, points to the first word on the list and reads it. If they read it correctly, they can erase the word. They then go to the end of their teams' line. The first team to erase all the words on their list is the winning team.

Flashlight Vocabulary: Write/type each vocabulary word on an 8.5x11 inch piece of paper. Write/type each corresponding definition on an 8.5x11 inch piece of paper also. Place the papers at various places in the classroom. Give 3-4 students flashlights. Read a definition, students are to find the word that matches it and shine their flashlights on it. You can also play the game where you say the word and the students shine their flashlights on the corresponding definition.

The question is not what we look at, but what we see.

---Henry David Thoreau

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Story Headline

The purpose of a newsletter is to provide specialized information to a targeted audience. Newsletters can be a great way to market your product or service, and also create credibility and build your organization's identity among peers, members, employees, or vendors.

First, determine the audience of the newsletter. This could be anyone who might benefit from the information it contains, for example, employees or people interested in purchasing a product or requesting your service.

You can compile a mailing list from business reply cards, customer information sheets, Business cards collected at trade shows, or membership lists. You might consider purchasing a mailing list from a

company.

If you explore the Project Gallery, you will find many publications that match the style of your newsletter.

Next, establish how much time and money you can spend on your newsletter. These factors will help determine how frequently you publish your newsletter at least quarterly so that it's considered a consistent source of information. Your customers or employees will look forward to its arrival.

Your headline is an important part of the newsletter and should be considered carefully.

Story Headline

You can also research articles or find "filler" articles by accessing the World Wide Web. You can write about a variety of topics but try to keep your articles short.

Much of the content you put in your newsletter can also be used for your Web site. Microsoft Word offers a simple way to convert your newsletter to a Web publication. So, when you're finished writing your newsletter, convert it to a Web site and post it.

The subject matter that appears in

newsletters is virtually endless. You can include stories that focus on current technologies or innovations in your field.

You may also want to note business or economic trends, or make predictions for your customers or clients.

If the newsletter is distributed internally, you might comment upon new procedures or improvements to the business. Sales figures or earnings will show how your business is growing.

"To catch the reader's attention, place an interesting sentence or quote from the story here."



Your business
tagline can go
here

We're on the Web!

See us at:

Back Page Story Headline

In a few words, it should accurately represent the contents of the story and draw readers into the story. Develop the headline before you write the story. This way, the headline will help you keep the story focused.

Examples of possible headlines include Product Wins Industry Award, New Product Can Save You Time, Membership Drive Exceeds Goals, and New Office Opens Near You.

One benefit of using your newsletter as a promotional tool is that you can reuse content from other marketing materials, such as press releases, market studies.

While your main goal of distributing a newsletter might be to sell your product or service, the key to a successful newsletter is making it useful to your readers.

About Our Organization...

Think about your article and ask yourself if the picture supports or enhances the message you're trying to convey. Avoid selecting images that appear to be out of context.

Microsoft includes thousands of clip art images from which you can choose and import into your

newsletter. There are also several tools you can use to draw shapes and symbols.

Once you have chosen an image, place it close to the article. Be sure to place the caption of the image near the image.